

STROOP

The object of Stroop is to quickly draw and play matching cards in order to be the first player to exhaust your deck.



2 to 4 players



15 minutes

COMPONENTS & CARD TYPES

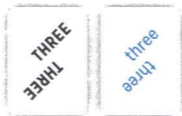
Stroop contains one deck of 65 basic cards and 45 advanced cards (with a **blue** border on the back). Before your first play, remove the advanced cards and return them to the game box.

The cards in the deck all show a word. That word has a **color**, **size**, **pattern**, and **number of letters**.

The **color** of a card is **blue**, **red**, **black**, or **yellow**.



The **size** of a card is **big** or **little**.



The **pattern** of a card is **hollow** or **solid**.



The **number of letters** on a card is **three**, **four**, **five**, or **six**.



SET-UP

Shuffle the deck. Deal 15 cards, face-down, to each player; this forms their draw pile. Place one additional card face-up in the center of the table. Set the rest of the cards aside.

ROUND ONE

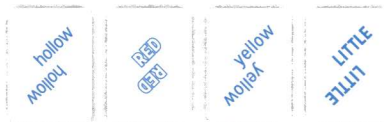
Players simultaneously draw cards as fast as they like from their own draw pile into their hand. There is no limit to cards in hand, but they must be drawn one at a time. Players attempt to play cards from their hand onto the center card on the table.

LEGAL PLAYS IN ROUND ONE

A card may be played only if it is *described* by the center card. For example, if the center card were...



... playable cards would include:



PLAYING A CARD

When a player has a legal play, they must place this card on top of the center stack. If two players attempt to play cards at the same time, whichever card arrives second must be returned to the player's hand. Upon playing a card, the player must say the word *on the card they are playing* out loud.

ENDING THE ROUND

Once a player has drawn all of the cards from their deck into their hand, they may be eligible to end the round. If none of the cards in their hand are legal plays, they may declare "STOP" and all play ceases. Note that other players may have legal plays remaining.

All players return any remaining cards in their hand to their draw piles in preparation for Round Two.

ROUND TWO

Distribute the cards in the center pile evenly among the players. If there are not enough cards to evenly distribute among the players, use the cards set aside during setup. Note that the cards already in players' draw piles are not redistributed, so players who played more cards in the first round will have fewer cards to play in the second round.

Players each shuffle their own draw pile. Place one card from those set aside during setup face-up in the center of the table.

The second round of play is the same as the first, except that the rules for legal plays have changed.

LEGAL PLAYS IN ROUND TWO

A card may be played only if it *describes* the center card. For example, if the center card were...



...playable cards would include:



GAME END

When a player declares "STOP" to conclude the second round, the game is over. Players now count the cards remaining in their hands and draw piles. The player with the fewest cards wins!

If players are tied for the fewest cards, the player that declared "STOP" wins. If none of the tied players declared "STOP," they rejoice in their shared victory.

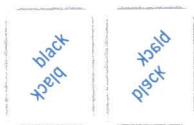
MISTAKES

In the event a player attempts to play a card that is not legal, they must return this card to their hand and play continues.

In the event a player declares "STOP" but has playable cards remaining in their hand, play resumes with the remaining players. The player who mistakenly declared "STOP" may not play any more cards.

ADVANCED PLAY

As players become experts at the basic game, you can increase the difficulty by shuffling the 45 advanced cards into the deck. These cards introduce **direction** into the game: words on cards can now read **forward** or **backward**.



Note that the words "forward" and "backward" have more than six letters, so they cannot be described by any of the letter count cards.



With these additional cards in the deck, you may choose to deal 20 cards to each player for a longer game. For greater chaos, you can even introduce a fifth player!

For instructional videos and even more ways to play, visit: grandgamersguild.com/stroop

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